

GAME BOY ADVANCE

INSTRUCTION BOOKLET

AGB-BSEE-USA

SHREK 2

TM

ACTIVISION

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

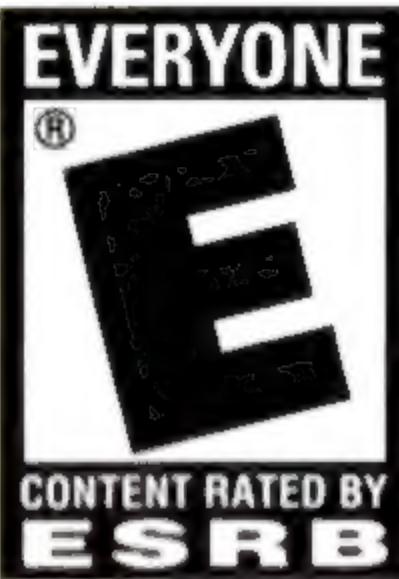
- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Getting Started

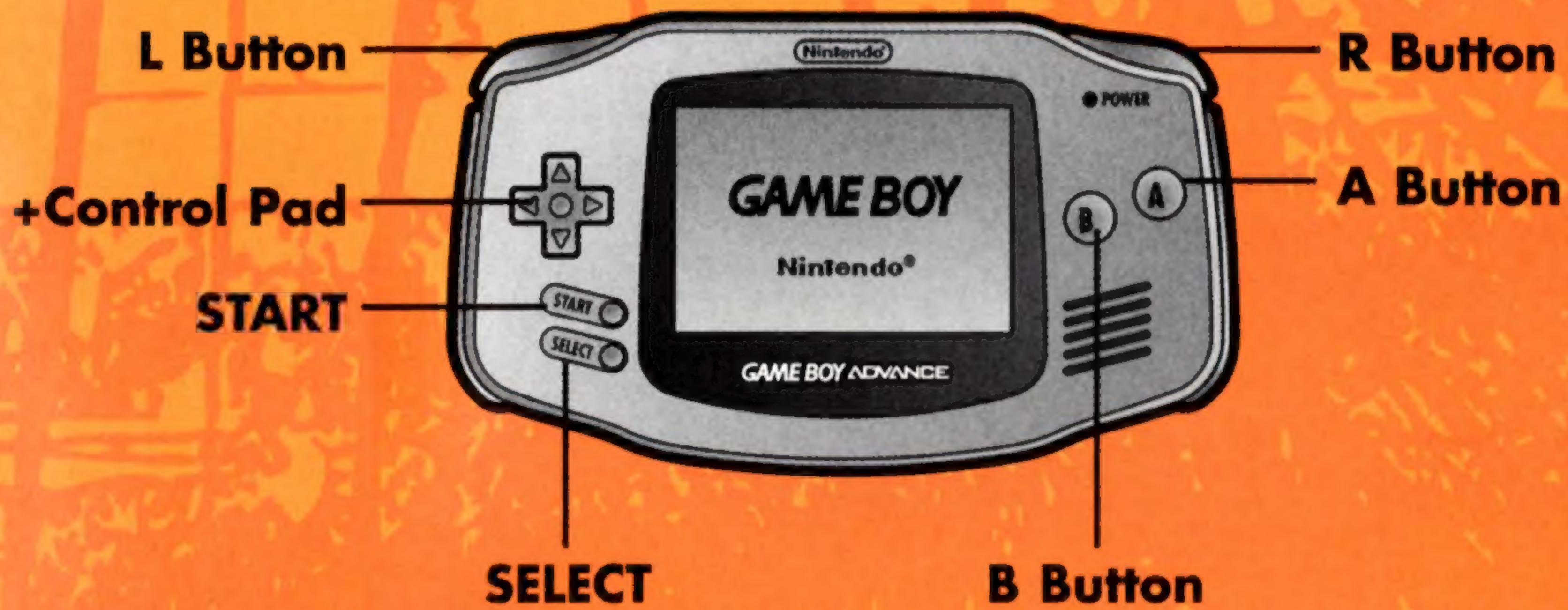
- Make sure the POWER switch is OFF.
- Insert the *Shrek 2™* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.
- To skip the introductory sequence, press **START**.

Note: The Shrek 2™ Game Pak is for the Game Boy® Advance system only.



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Game Boy® Advance Controls



The Story

In the beautiful land of Far Far Away, the King and Queen have received word that their long-lost daughter Fiona has finally found her happily ever after. King Harold and Queen Lillian decide to throw a grand royal ball for Fiona and her new prince charming. Little do they realize, of course, that Fiona's new husband is none other than the ugly ogre Shrek.

Once they receive word, Shrek thinks going home is a "really bad idea" and isn't too happy about facing the parents—and castle guards—who locked his wife in a dragon's tower. But Fiona (along with Donkey) convince Shrek it will be a good time, and together they depart for the far-out land of Far Far Away.

And so, our twisted fairy tale adventure begins.



Controls

Menu Controls

- Highlight Menu Selection. **↑, ↓, ←, →** on +Control Pad
- Confirm Selection **A** Button
- Return to Previous Menu **B** Button
- Pause/Return to Game **START**

Game Controls



Shrek

- Jump **A** Button
- Punch **B** Button
- Body Slam Press **A** Button to jump; in mid-air, press **B** Button
- Pick Up/Drop Press **B** Button when standing directly behind an object
- Jump Down Hold **↓** + **A** Button when on a thin ledge





Donkey

Jump **A** Button
Kick **B** Button
Kick object Press **B** Button when standing next to object
Spinning Kick Press **A** Button to jump; in mid-air,
press **B** Button
Jump Down Hold **↓** + **A** Button when on a thin ledge



Puss in Boots

Jump **A** Button
Slash **B** Button (also works in mid-air)
Slide down rope Hold the direction of decline
Climb rope Hold the direction of incline and
press the **A** Button repeatedly

- Grab wall **A** Button + direction of wall
- Climb wall Hold the direction of the wall and press the **A** Button repeatedly
- Jump Down Hold  + **A** Button when on a thin ledge



Gingerbread Man

- Jump **A** Button
- Throw cane **B** Button (also works in mid-air)
- Throw cane Hold **↑** + **B** Button
upwards
- Jump Down Hold **↓** + **A** Button when on a thin ledge

Start Menu

Start Game

Choose **Start Game** to begin a new adventure or continue an existing one. The *Shrek 2*™ Game Pak can store up to 3 separate adventures.

To begin a new adventure, choose any slot that says New Game. Select 3 letters to identify your adventure. To do this, use the Control Pad to highlight a letter and press the **A** Button to select it. Use the **B** Button to backspace. When you're finished, highlight **OK** at the bottom right corner and press the **A** Button.



To load a previously saved game, select it from the list and press the **A** Button.

Note: Saved games show the percentage of coins collected on the right.

To erase a saved game, select **Erase** then highlight the game that you'd like to erase. With the desired game selected, press the **A** Button. You'll be asked to confirm that you want to erase this game. To confirm, choose **Erase** and press the **A** Button. To keep the game, highlight **Cancel** and press the **A** Button.

Note: Once a game is erased, it is unrecoverable.

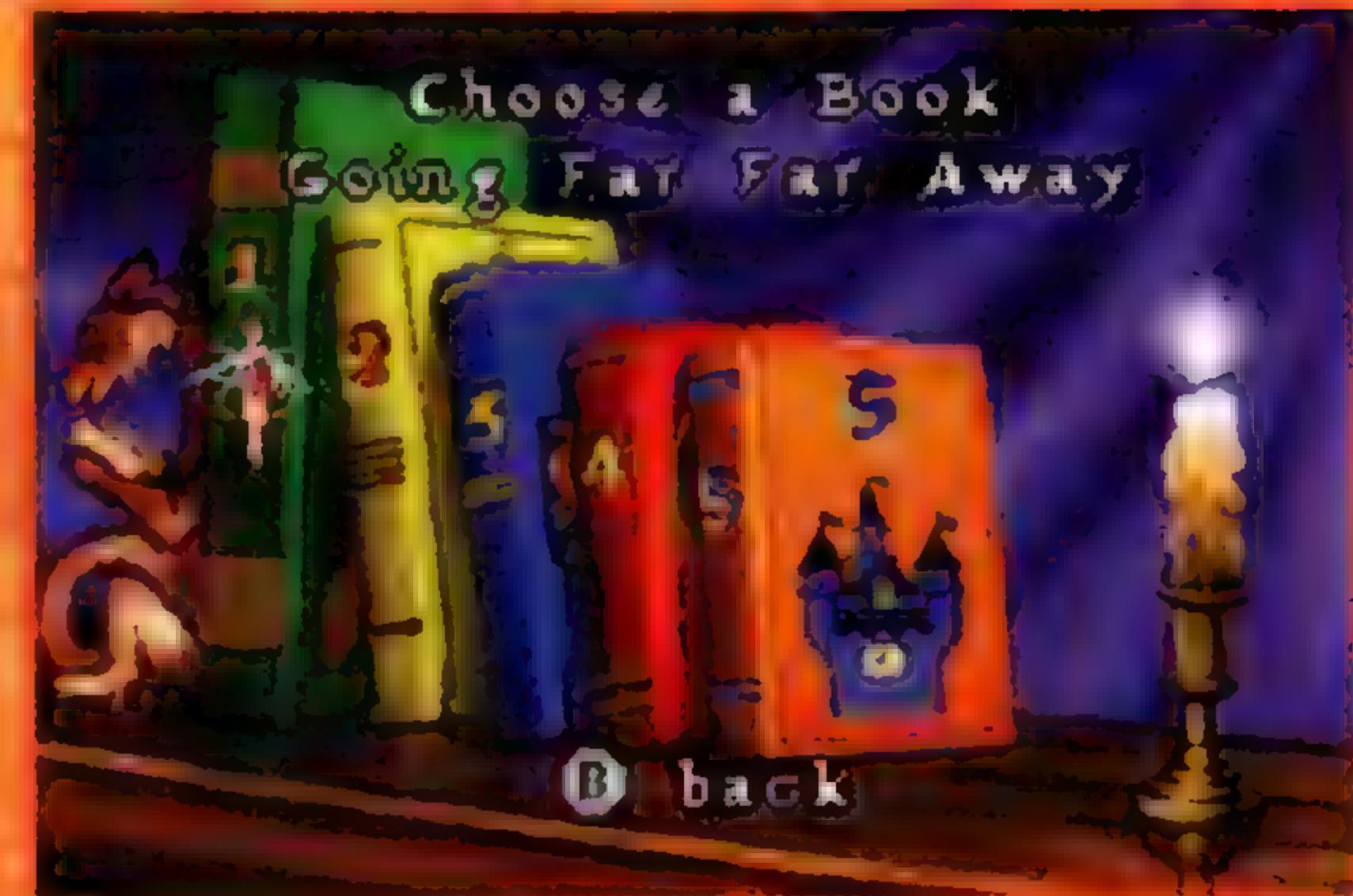
View Credits

Choose this to see the names and titles of all the people involved in the development of *Shrek 2™* for the Game Boy® Advance.



Storybooks

Each storybook contains five chapters, and there are five storybooks total. When you first begin, you will only be able to choose the first storybook. When you complete all the chapters in a storybook, the next book will unlock.

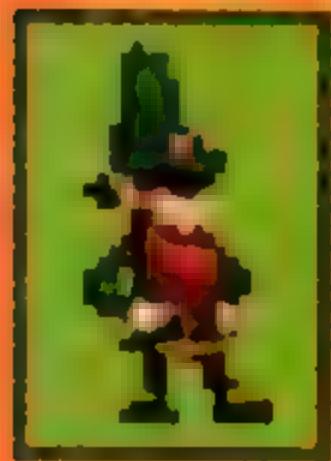


Collecting Coins

As you progress through the levels, you'll find coins scattered randomly about. These belong to the Leprechaun. If you can find all the coins in each of the levels he's dropped them in, he might give you something special. To collect a coin, simply walk over it. You can keep track of how many you've retrieved so far using the counter in the top right (described on page 14).



Bonus Levels



The Leprechaun is hiding somewhere in each level. If you find him, he'll warp you to a special arena where you can play a bonus game. The bonus game changes based on the character used to find the Leprechaun:

- **Shrek** – Use the mushroom to keep the three blind mice from falling! They'll bounce off the mushroom when it's under them, and if any of the mice fall to the ground, the bonus game ends. You'll receive one point for every bounce.
- **Donkey** – Don't fall off the moving springboard! The springboard moves from side to side, going faster the longer you stay on top. If you fall off the platform, the bonus game ends. You'll receive one point for every jump.
- **Puss in Boots** – Don't get burned by the candle flame! There are two ropes, one on each side, with a candle in the center. Use Puss in Boots' sliding technique to jump over the candle's flame, which slowly moves up. If you get burned, the bonus game ends. You'll receive one point for every dodge.

- **Gingerbread Man** – Stop the pumpkins, but don't hit the fairies! There are two rows of moving objects at the top of the screen. Some are pumpkins and some are fairies. Use his candy cane throw to hit the pumpkins. If you hit a fairy, the bonus game ends. You'll receive one point for every pumpkin hit.

The points you get earn you prizes. Get a better score for better prizes.



Playing Shrek 2™

Movie Scenes

At the beginning of each chapter, some scenes from the *Shrek 2™* film will be shown. To page through the scenes, press the **A** Button. To skip all of them, press **START**.



In-Game Display

Character Portrait

In the top left corner of the screen, there's a portrait of the character you're currently controlling. If you're in a level where you can control more than one character, the larger portrait is the character that you're currently controlling.



Health Bubbles

Health bubbles are just underneath the character portrait. Red health bubbles are full and black ones are empty. The number of bubbles varies depending on the character. When you run out of health bubbles, your character faints and you'll have to start the level over. Find items to replenish your health.

Coins Collected

In the top right corner of the screen, there's a shining gold coin followed by two numbers. The first number represents how many coins you've collected.

The second number is the total number of coins in the level.

If there's nothing in the top right corner, there are no coins to collect in that level.



Switching Characters

To switch characters, press the **L** or **R** Button. You'll see the character portraits in the top left corner of the screen become smaller or larger. The larger portrait is the character you're currently controlling. You can switch to any character, on or off the screen.

Controlling Multiple Characters

To control multiple characters, press and hold the **L** and **R** Buttons simultaneously. Notice that all the character portraits in the top left corner of the screen become large. Release the buttons to control only one character again.

Note: When you press the L and R Buttons simultaneously, only the characters on screen will be controlled.



Talking to Others

Sometimes you'll come across a character who wants to talk to you. When this happens, a picture of the **B** Button appears above the character. Stand next to the character you want to speak to and press the **B** Button. Once you're speaking to the character, press the **A** Button to move to the next page or press **START** to finish talking immediately.



Pause Menu

Press **START** during gameplay to bring up the Pause menu.

Resume – Select **Resume** and press the **A** Button to go back to your game.

Quit Level – Choose **Quit Level** to go back to the chapter menu.

Sleep – Entering Sleep Mode allows you to conserve battery power without losing your current game progress. To enter Sleep Mode, highlight the **Sleep** option and press the **A** Button. To wake your Game Boy® Advance, press **SELECT** and the **L** and **R** Buttons simultaneously.



Items

Health



Small Health – The small health item restores one health bubble of the character that walks over it.



Full Health – The full health item restores all health bubbles of the character that walks over it.



Barrel of Health – The barrel of health restores all health bubbles of all the characters in your party.

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Magic Power-Ups

All magic power-ups can be picked up using **SELECT** when standing directly behind them.



Fairy – When you have the Fairy, hold the **A** Button after jumping to fall very slowly. You'll fall at a normal pace if the **A** Button is released.



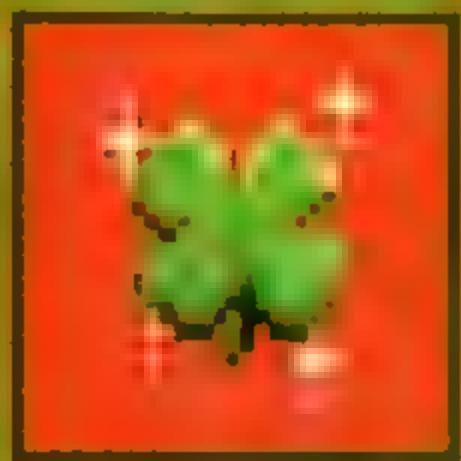
Rotten Apple – If you're carrying the Rotten Apple, you can activate it at any time by pressing and holding the **B** Button. This causes an explosion and all nearby enemies will be knocked out.



Shield – The shield allows anyone carrying it to be impervious to harm. But the shield weighs so much that you can't jump when you're holding it.



Ghost – The ghost makes you invisible as long as you're holding it. Enemies won't notice you, and more importantly, the ghost allows you to sneak by searchlights in stealth missions.



Four-Leaf Clover – This lucky item allows you to take one hit without losing any health bubbles.

Keys

Keys are sometimes necessary to open doors. If you find a door with a keyhole that you can't open, look nearby for a key. Keys can be picked up by pressing **SELECT**.

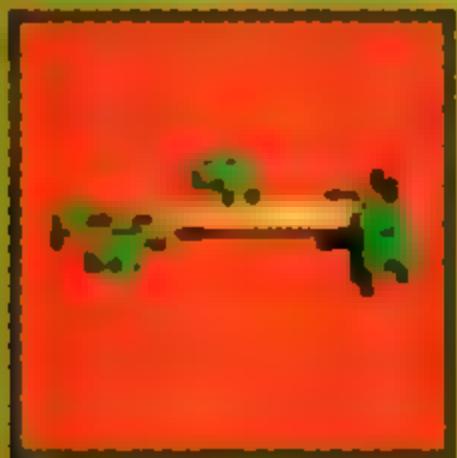


Platforms, Switches and Push Blocks



Logs and crates are found throughout the game. They're useful for getting to those hard to reach areas because any character can stand on them. They can also be stacked and other items can be placed on top of them. They can be picked up by Shrek and kicked forward by Donkey. For more information, see the Controls section.

Both mushrooms and springboards can be used to reach very high areas. They can also be moved around and stacked like logs.



Certain types of tree limbs and flagpoles can be used as springboards. They can't be moved but they can be body slammed by Shrek for extra height.





Many platforms require a team effort to activate them. This kind of platform has a white gauge. The number in red is the number of characters that must stand on the platform to make it fall.

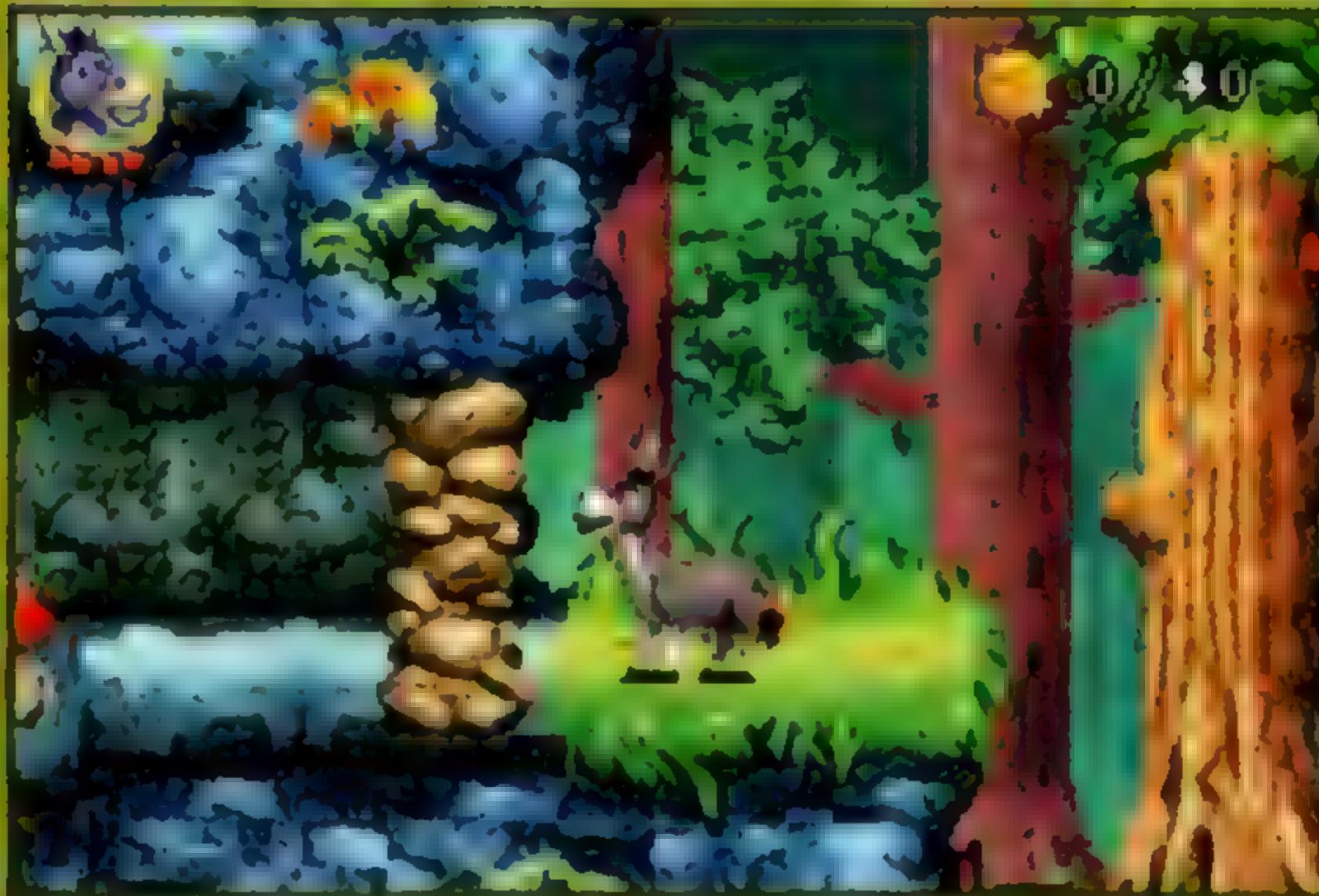
Some surfaces are sloped, such as wires and ropes. Only Puss in Boots can use these to his advantage. Puss in Boots can easily climb up and slide down these surfaces. For more information, please see the Controls section.



Some switches are used to close drawbridges. These switches can be triggered by an attack from any character.



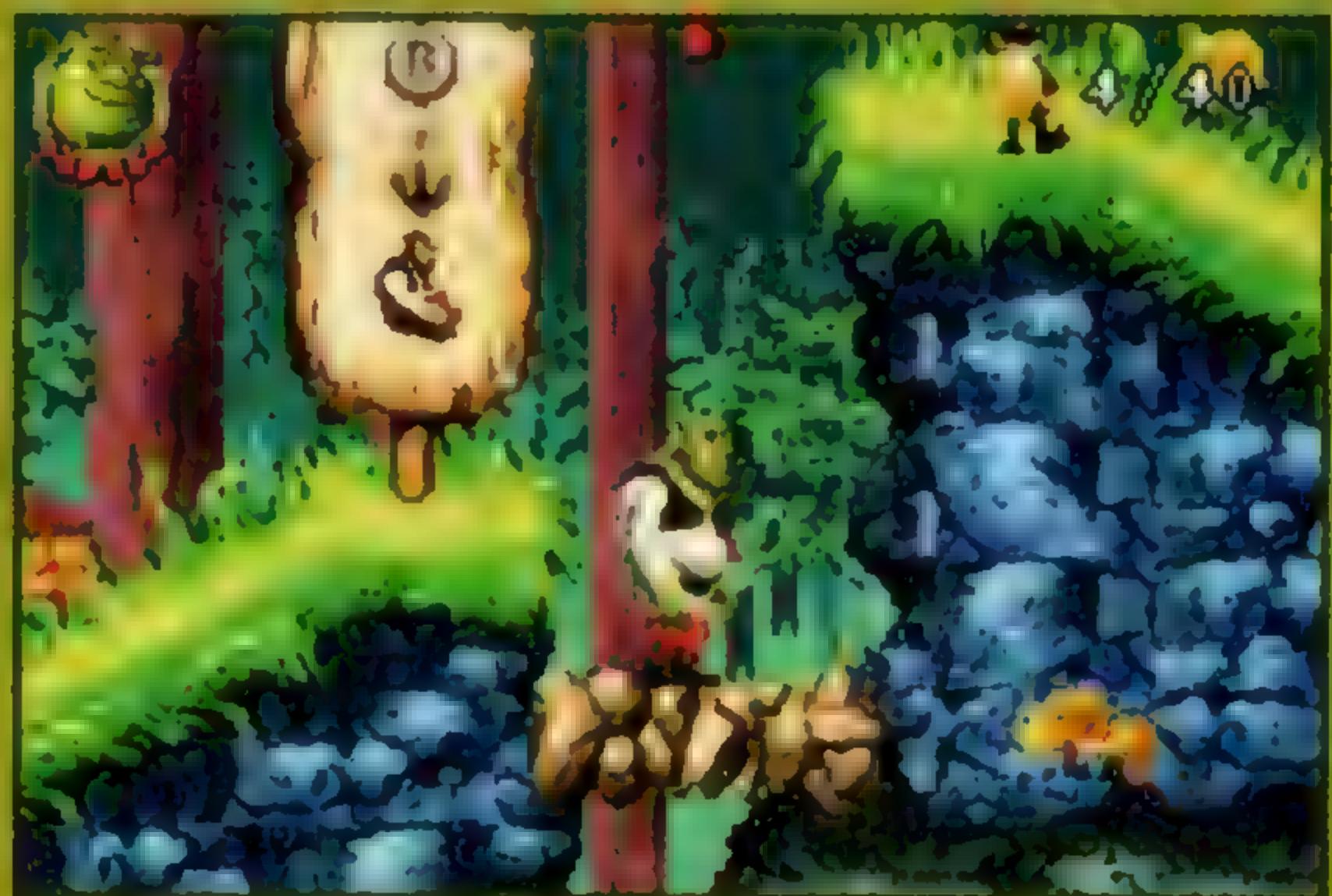
Much like the numbered platforms, these blocks require the effort of several characters. The number on the side determines how many characters must push against the surface at the same time to make the block move.



This type of wall can be broken using Shrek's body slam attack.

World Objects

Brick Walls – This type of wall can be destroyed using Donkey's kick attack.



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Notes



Notes

Behind every little fish
is a great white lie.

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GAME BOY ADVANCE

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